

Passing Play Fouls

September 2015

Pass Interference (7-3-8, 7-3-9)

Requirements for a foul:

- Legal forward pass that crosses the neutral zone
- Physical contact
- Intent to impede opponent
- Impeded opponent eligible to catch a forward pass
- Pass is catchable (or “not blatantly *uncatchable*”)

Restrictions in effect:

	Begin	End
Offense	Snap	Pass is Touched
Defense	Pass is Thrown	Pass is Touched

DPI/OPI/DH Crew Communication

Be able to identify the category of foul

- Write it down on your game card.
- If you don't have a category for DPI/OPI/DH, you don't have a foul.

Most pass plays can and should be covered by more than one official

- Know the positions of other covering officials
- If you are the only to throw, identify the category of what you saw. Communicate with each other before reporting the foul!

Know the enforcement (spot foul, 1st down, etc.)

Defensive Pass Interference

Six Classifications:

1. Not Playing the Ball (Early Contact)
2. Playing Through the Back
3. Grab and Restrict
4. Hook and Turn
5. Arm Bar
6. Cutoff

DPI #1 – Not Playing the Ball

Early contact by the defender provided all requirements are met, regardless of how far downfield

What to look for:

- Qualify the defender
 - Is he beat?
 - Is he playing the ball? Where are his eyes?
- Contact causes a material restriction
- Avoid throwing on the “bang-bang” plays

DPI #2 – Playing Through the Back

Contact from behind, regardless of whether he is attempting to play the ball

What to look for:

- Contact causes a material restriction
- Receiver is attempting to make a play on the ball
- Often can be seen better by an official farther away

DPI #3 – Grab and Restrict

Grabbing and restricting a receiver's arm or body in a way that inhibits his attempt to catch a pass

What to look for:

- Missing arms or hands
- Unnatural movements by receiver (loses steps, body twisted, etc.)
- Often can be seen better by more than one official

DPI #4 – Hook and Turn

Hooking and restricting a receiver in a way that causes his body to turn prior to the ball arriving

What to look for:

- Missing arms or hands
- Clear and unnatural movement of the receiver's body

DPI #5 – Arm Bar

Extending an arm across the receiver's body in order to restrict his ability to catch the ball, regardless of whether the defender is looking for the ball

What to look for:

- Contact clearly impedes the receiver's progress toward the ball
- Unnatural movement of the receiver's legs; loses his stride

DPI #6 – Cutoff

Riding the receiver out of his path to the ball by making contact and without playing the ball

What to look for:

- Defender's eyes at the time of the contact
- Material restriction of the receiver's route; loses his stride
- Often the toughest of the six DPI classifications

Defensive Holding Eligible Receiver

Contact prior to DPI restrictions

1. Grab and Restrict
2. Hook and Restrict
3. Takedown
4. Tackle

What to look for:

- Clear material restriction impeding the receiver's route
- Element of time between contact and passer throwing the ball, or getting sacked

Offensive Pass Interference

Three Classifications:

1. Creating Separation
2. Blocking Downfield
3. Driving Through the Defender

OPI #1 – Creating Separation

Initiating contact with a defender to shove or push off in an attempt to catch a pass

What to look for:

- Extended arms prior to or when the pass arrives
- Clear separation

OPI #2 – Blocking Downfield

Initiating contact with a defender to shove or push off in an attempt to catch a pass

What to look for:

- Player seeking out defender
- Pick plays, especially in the red zone
- Clear impact on the play: Does the contact provide a better path for anybody on offense to catch the pass?
- Does not apply for:
 - Contact immediately after the snap within 1 yard of LOS and does not continue past 3 yards
 - Screen pass plays where the ball is overthrown over the LOS

OPI #3 – Driving Through

Clear contact through a defender having an established position downfield

What to look for:

- Defender is displaced
- Player seeking out a defender to make contact
- Clear impact on the play: Does the contact provide a better path for anybody on offense to catch the pass?
- Does not apply for contact immediately after the snap within 1 yard of LOS and does not continue past 3 yards

Other Passing Situations

Intentional Grounding

- QB must be under duress, unless spiking straight into ground (unless allowed under clock exception)
- No need to be technical with respect to crossing LOS
- Communication between R and covering official is critical when pass is thrown with no receiver in area
- Contact on QB impeding his ability to pass is not ING